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**Cibula et al.**

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(54) **METHOD OF AND APPARATUS FOR UTILIZING SMS WHILE RUNNING AN APPLICATION ON A MOBILE DEVICE CONTROLLING A VIEWER'S PARTICIPATION WITH A BROADCAST**

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(\*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

This patent is subject to a terminal disclaimer.

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**Related U.S. Application Data**

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**H04N 7/173** (2011.01)  
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(52) **U.S. Cl.**  
CPC ..... **A63F 13/87** (2014.09); **A63F 13/35** (2014.09); **A63F 13/537** (2014.09)

(58) **Field of Classification Search**  
None  
See application file for complete search history.

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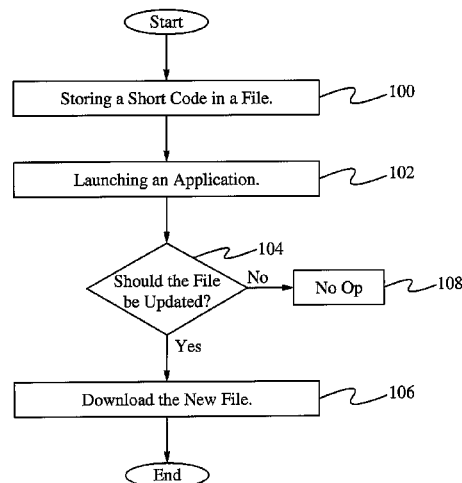
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(57) **ABSTRACT**

An improved method of and system for participating in SMS-TV contests enables a user to utilize one or more applications to perform desired operations such as using the user interface to efficiently make selections to respond to a question in a contest, downloading SMS short codes, promoting contests within the application, storing a history of SMS-TV programs, enabling an alternate phone number to be submitted, utilizing user identification tags, disconnecting the application to receive an incoming call, verification, contacting a server to send an SMS message on the device's behalf and other operations. Some of the aforementioned operations are performed by the user specifically while others are automatically performed by a server to provide the user with the best service possible.

**47 Claims, 8 Drawing Sheets**



- |           |                              |           |                   |                   |           |         |                  |                 |
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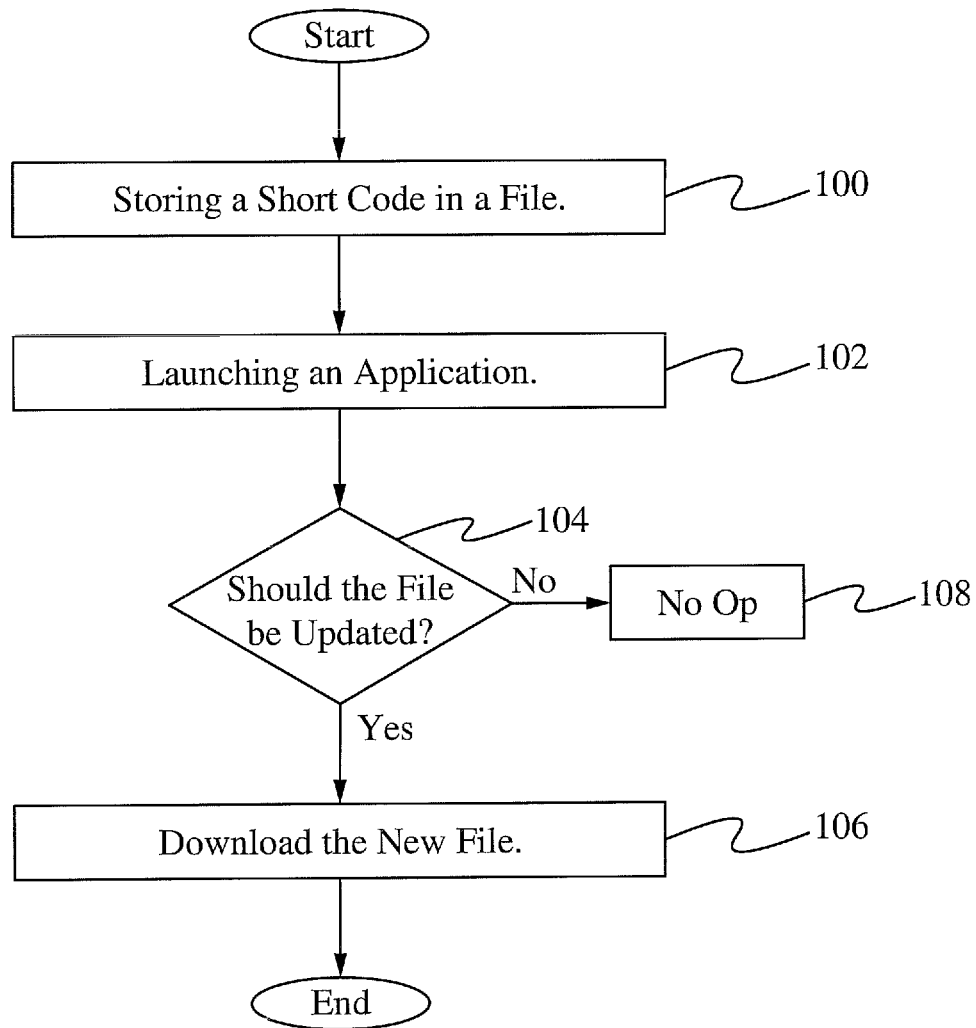
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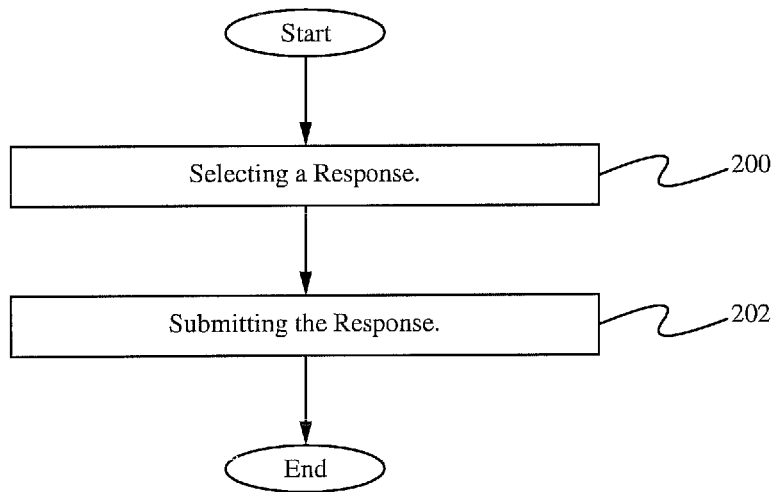
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
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**Fig. 1**

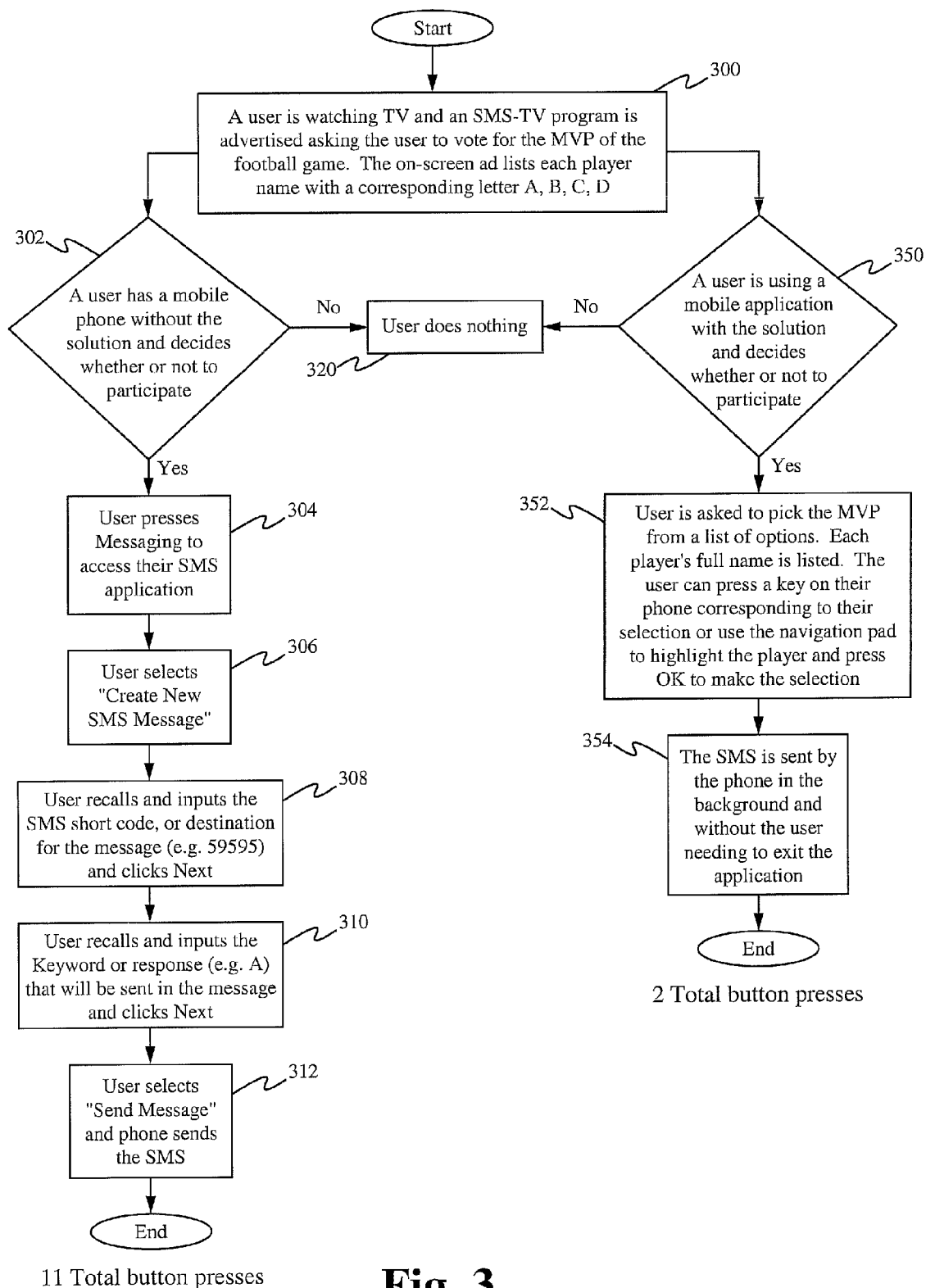
**Fig. 2A**

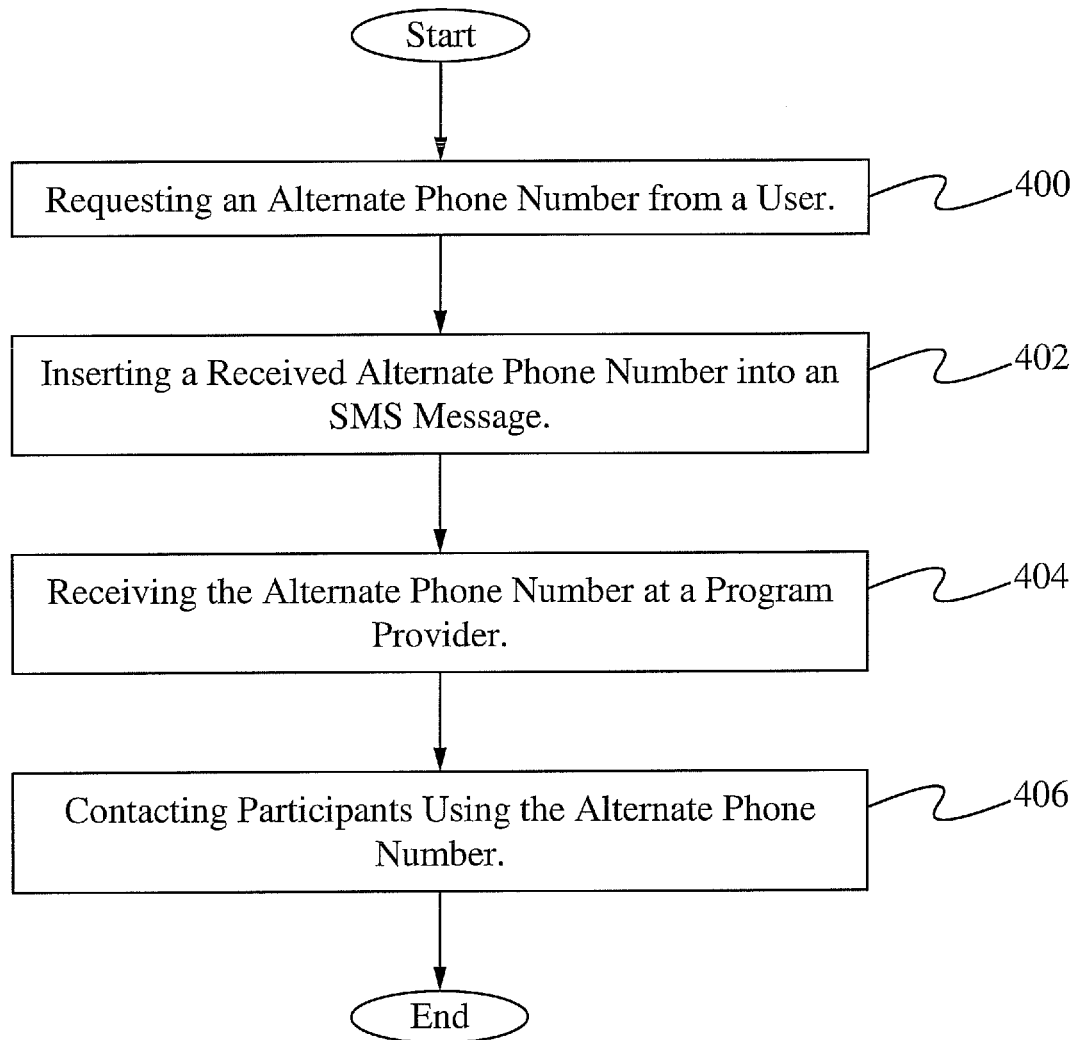
MVP?		220
(A)	Brian Westbrook	
(B)	JT O'Sullivan	
(C)	Terrell Owens	
(D)	Eli Manning	

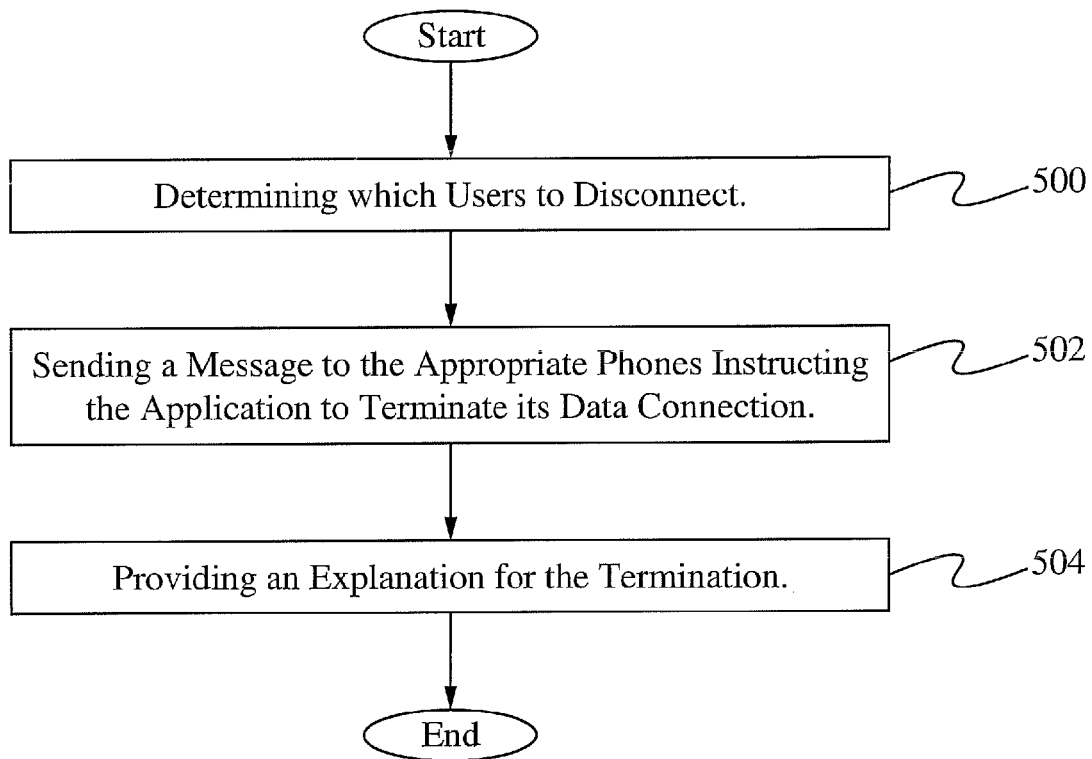
**Fig. 2B**

Next Play?		230
(A)	(B)	
		
Run	Pass	
(C)		
		
Kick		

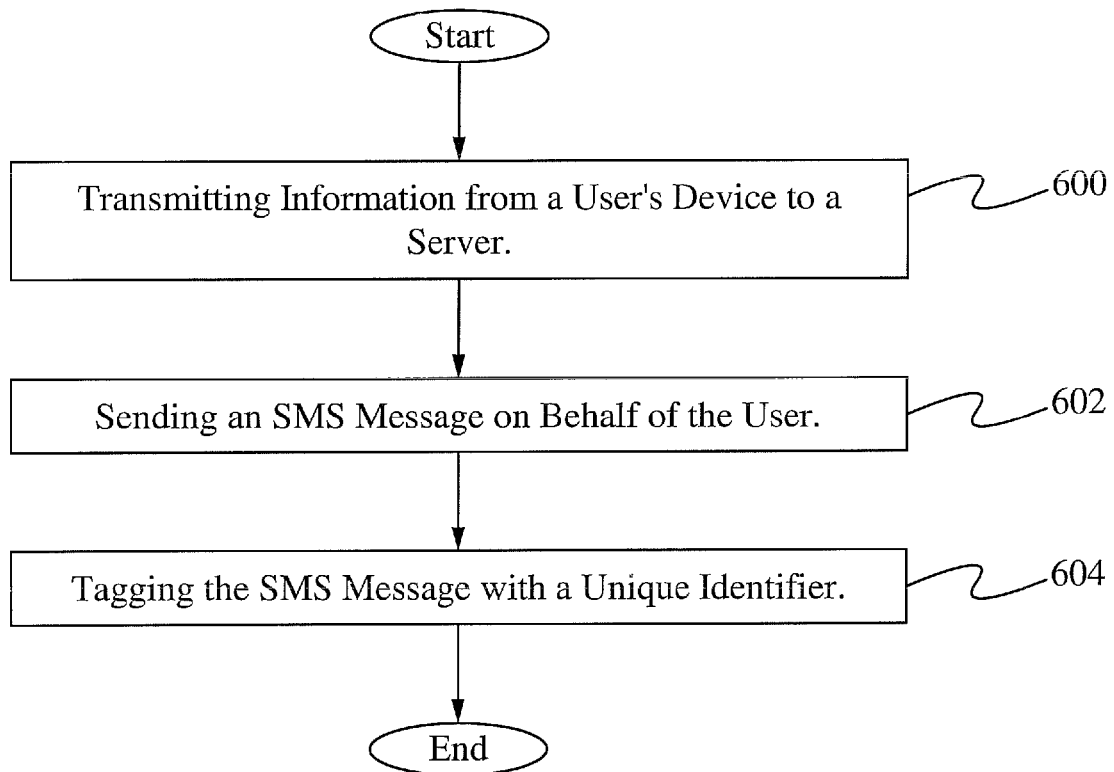
**Fig. 2C**

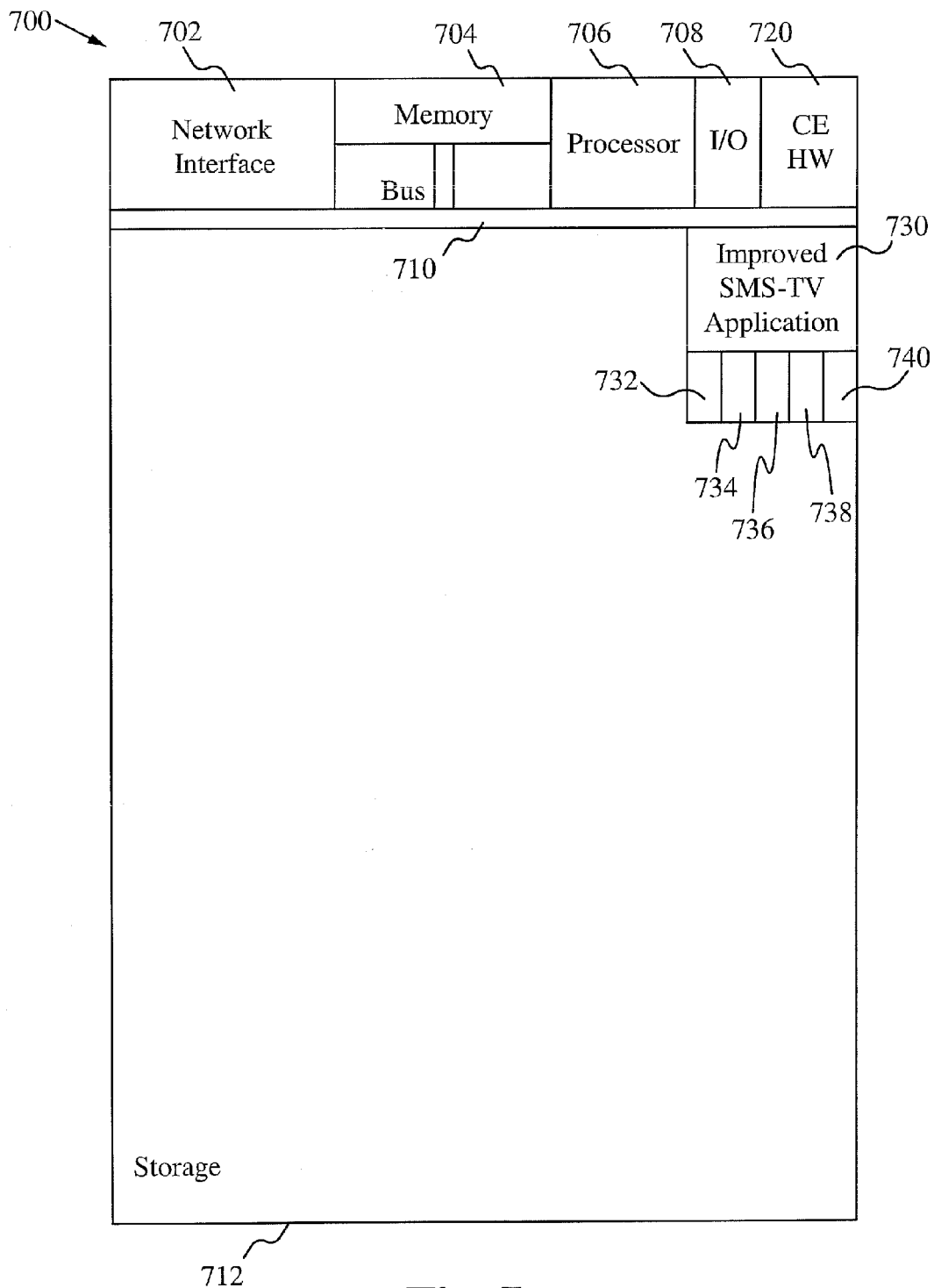
**Fig. 3**

**Fig. 4**

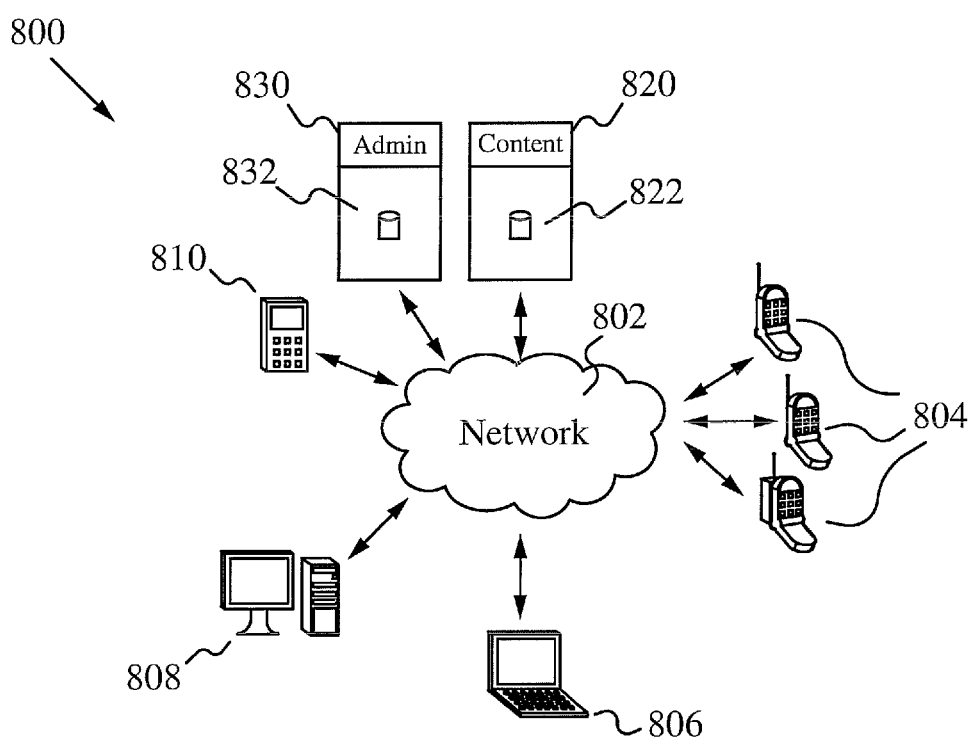
**Fig. 5**



**Fig. 6**



**Fig. 7**

**Fig. 8**

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**METHOD OF AND APPARATUS FOR  
UTILIZING SMS WHILE RUNNING AN  
APPLICATION ON A MOBILE DEVICE  
CONTROLLING A VIEWER'S  
PARTICIPATION WITH A BROADCAST**

RELATED APPLICATION(S)

This Patent Application is a continuation of co-pending U.S. patent application Ser. No. 14/274,706, filed on May 10, 2014, entitled A METHOD OF AND APPARATUS FOR UTILIZING SMS WHILE RUNNING AN APPLICATION ON A MOBILE DEVICE CONTROLLING A VIEWER'S PARTICIPATION WITH A BROADCAST, which is a continuation of co-pending U.S. patent application Ser. No. 12/288,768, filed on Oct. 22, 2008, entitled A METHOD OF AND APPARATUS FOR UTILIZING SMS WHILE RUNNING AN APPLICATION ON A MOBILE DEVICE CONTROLLING A VIEWER'S PARTICIPATION WITH A BROADCAST which claims priority under 35 U.S.C. §119 (e) of the co-owned U.S. Provisional Patent Application No. 61/000,179, filed Oct. 23, 2007, and entitled "A METHOD OF AND APPARATUS FOR UTILIZING SMS WHILE RUNNING AN APPLICATION ON A MOBILE DEVICE CONTROLLING A VIEWER'S PARTICIPATION WITH A BROADCAST" which are also all hereby incorporated by reference in their entirety.

FIELD OF THE INVENTION

The present invention relates to the field of distributed gaming. More specifically, the present invention relates to the field of distributed gaming utilizing a mobile device.

BACKGROUND OF THE INVENTION

"Play along TV" describes the act of television viewers playing along with TV shows or interacting with TV shows. Examples of play along TV programs include predicting outcomes of live events, such as predicting the plays watching an NFL telecast, voting for a favorite performance and answering trivia questions about a particular television program. Participation TV programs are able to be run on many types of devices, including cable/satellite set top boxes (via on-screen overlays and using a remote control to make selections), telephones (via calling a specified phone number), computers (via software programs or Web browser-based applications) and SMS, a mobile phone messaging protocol that stands for Short Messaging Service. SMS is a messaging standard integrated into most mobile/cell phones that limits messages to 160 characters. SMS-TV refers to play along TV programs that utilize SMS as a means of submitting entries and/or responses. For example, while watching a telecast of Deal or No Deal, viewers might have the opportunity to participate in The Lucky Case Game. Viewers are asked to accurately guess in which suitcase (numbered one through six) a cash prize is located. Viewers choosing to participate, send an SMS with the number of their case selection to an address, which is an SMS short code, displayed on the TV screen. The contest provider receives the SMS message with the text entered by the participant, along with the participant's mobile phone number, which is automatically included as part of the SMS protocol. If the viewer accurately predicts the correct case, they are entered into a random drawing to win a cash prize. Once the list of potential winners is generated, they are contacted via telephone in order to verify their eligibility. Other examples of play along TV programs include:

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Voting for a favorite contestant on a television show like American Idol or a pair of dancers on Dancing with the Stars;  
Answering multiple choice questions, which could include trivia, recall questions, or predictions about upcoming events that will take place during the program;  
Responding to an opinion poll related to the telecast;  
Predicting the outcome of an at bat in a baseball game or the play that will be called in football; or  
Solving the mystery on a crime based TV program.

SUMMARY OF THE INVENTION

An improved method of and system for participating in SMS-TV contests enables a user to utilize one or more applications to perform desired operations such as using the user interface to efficiently make selections to respond to a question in a contest, downloading SMS short codes, promoting contests within the application, storing a history of SMS-TV programs, enabling an alternate phone number to be submitted, utilizing user identification tags, disconnecting the application to receive an incoming call, verification, contacting a server to send an SMS message on the device's behalf and other operations. Some of the aforementioned operations are performed by the user specifically while others are automatically performed by a server to provide the user with the best service possible.

In one aspect, a method implemented on a computing device of providing an improved user experience when participating in a Short Messaging Service television (SMS-TV) contest comprises implementing an application containing a user interface, promoting the SMS-TV contest through the user interface and notifying a winner of the contest. The user interface includes at least one of a list or a set of icons. A user submits a response by highlighting and selecting a choice from the list or the set of icons. The method further comprises storing a history of SMS-TV programs wherein the history of SMS TV programs enables a user to review missed programs. Notifying the winner includes contacting an alternate phone number. The alternate phone number is embedded in an SMS message. The method further comprises disconnecting a data connection of the application to allow incoming calls. Disconnecting a data connection comprises determining which applications to disconnect, sending a message to the applications to terminate the data connection and providing an explanation to users of the disconnected applications. Determining which applications to disconnect comprises disconnecting applications of the users who made a correct selection. Determining which applications to disconnect comprises disconnecting applications of the users who are potential winners. The method further comprises verifying qualifications of the winner through the application. Verifying qualifications occurs before the contest begins. The method further comprises sending an SMS message on behalf of a user utilizing the application and a server. The SMS message is tagged with a unique identifier indicating that the SMS message did not come directly from a user's device. The computing device is selected from the group consisting of a personal computer, a laptop computer, a computer workstation, a server, a main-frame computer, a handheld computer, a personal digital assistant, a cellular/mobile telephone, a smart appliance, a gaming console, a digital camera, a digital camcorder, a camera phone, an iPod®, a video player, a DVD writer/player, a television and a home entertainment system.

In another aspect, a system implemented on a computing device for providing an improved user experience when participating in a Short Messaging Service television (SMS-TV)

contest comprises a server and a device coupled to the server, the device containing an application configured for implementing a user interface, promoting the SMS-TV contest through the user interface and notifying a winner of the contest. The user interface includes at least one of a list or a set of icons. A user submits a response by highlighting and selecting a choice from the list or the set of icons. The application is further configured for storing a history of SMS-TV programs wherein the history of SMS TV programs enables a user to review missed programs. Notifying the winner includes contacting an alternate phone number. The alternate phone number is embedded in an SMS message. The application is further configured for disconnecting a data connection of the application to allow incoming calls. Disconnecting a data connection comprises determining which applications to disconnect, sending a message to the applications to terminate the data connection and providing an explanation to users of the disconnected applications. Determining which applications to disconnect comprises disconnecting applications of the users who made a correct selection. Determining which applications to disconnect comprises disconnecting applications of the users who are potential winners. The application is further configured for verifying qualifications of the winner. Verifying qualifications occurs before the contest begins. The application is further configured for sending an SMS message on behalf of a user utilizing a server. The SMS message is tagged with a unique identifier indicating that the SMS message did not come directly from a user's device. The computing device is selected from the group consisting of a personal computer, a laptop computer, a computer workstation, a server, a mainframe computer, a handheld computer, a personal digital assistant, a cellular/mobile telephone, a smart appliance, a gaming console, a digital camera, a digital camcorder, a camera phone, an iPod®, a video player, a DVD writer/player, a television and a home entertainment system.

In another aspect, a system implemented on a computing device, the system comprises a user experience module configured for providing a user interface, an in-application promotion module operatively coupled to the user experience module, the in-application promotion module configured for promoting a contest, a history of Short Messaging Service television (SMS-TV) programs module operatively coupled to the in-application promotion module, the history of SMS-TV programs module configured for presenting a history of television programs and a winner notification module operatively coupled to the SMS-TV programs module, the winner notification module configured for notifying a winner. The system further comprises an SMS-TV entry module operatively coupled to the winner notification module, the SMS-TV entry module configured for communicating with a server to send an SMS message. The winner notification module is further configured for disconnecting a data connection of the application to allow incoming calls. The winner notification module is further configured for verifying qualifications of the winner. The computing device is selected from the group consisting of a personal computer, a laptop computer, a computer workstation, a server, a mainframe computer, a handheld computer, a personal digital assistant, a cellular/mobile telephone, a smart appliance, a gaming console, a digital camera, a digital camcorder, a camera phone, an iPod®, a video player, a DVD writer/player, a television and a home entertainment system.

In yet another aspect, a device comprises a memory for storing an application, the application configured for implementing a user interface, promoting the Short Messaging Service television (SMS-TV) contest through the user interface and notifying a winner of the contest and a processing

component coupled to the memory, the processing component configured for processing the application. The user interface includes at least one of a list or a set of icons. A user submits a response by highlighting and selecting a choice from the list or the set of icons. Notifying a winner includes disconnecting a data connection of the application to allow incoming calls. Notifying the winner includes verifying qualifications of the winner. The device is selected from the group consisting of a personal computer, a laptop computer, a computer workstation, a server, a mainframe computer, a handheld computer, a personal digital assistant, a cellular/mobile telephone, a smart appliance, a gaming console, a digital camera, a digital camcorder, a camera phone, an iPod®, a video player, a DVD writer/player, a television and a home entertainment system.

In another aspect, a server device comprises a memory for storing an application, the application configured for promoting contests through a user-side application, storing a history of Short Messaging Service television (SMS-TV) programs to be presented on a user device and notifying a winner of a contest and a processing component coupled to the memory, the processing component configured for processing the application. Notifying a winner includes contacting an alternate phone number supplied by the user device. Notifying a winner includes disconnecting the user-side application so that the user device is able receive an incoming call. The application is further configured for verifying user credentials. The application is further configured for sending an SMS message on the user device's behalf.

In another aspect, a network of devices comprises at least one server, a plurality of mobile devices, each of the plurality of mobile devices containing an application configured for implementing a user interface, promoting the SMS-TV contest through the user interface and notifying a winner of the contest and a network for coupling the at least one server and the plurality of mobile devices.

#### BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 illustrates a flowchart of a method of managing the entry of the destination short code such that the user does not need to input the information or verify that it is correct.

FIG. 2A-C illustrate using a rich text and graphical user interface contained in the application to present messages to users.

FIG. 3 illustrates an example of a flowchart comparison of a process of responding to an SMS-TV program through a regular SMS application versus through the implementation described herein.

FIG. 4 illustrates a flowchart of a method of utilizing an alternate phone number for winner notification.

FIG. 5 illustrates a flowchart of a method of disconnecting a service to allow for phone verification.

FIG. 6 illustrates a flowchart of a method of sending SMS-TV entries on behalf of users.

FIG. 7 illustrates a block diagram of an exemplary computing device configured to implement the improved method of participating in an SMS-TV contest.

FIG. 8 illustrates a graphical representation of a network of devices.

#### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

In the past, when users were utilizing a play along TV application on their mobile device, they would have to exit the application to be able to send an SMS message to participate

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in a contest or interactive event that corresponded to the television program. To avoid forcing a user to exit the application, instead, an improved implementation is described herein, where an application enables users to send an SMS message while the play along TV application is still running. The details of the past issues and the benefits of the improved implementation are described in detail below.

Responding to a participation TV campaign via SMS typically requires a user to access the messaging function on their mobile phone, enter the SMS short code, which is the destination to which they are sending their response, and then enter the appropriate keyword, which is the response or message being sent. SMS short codes are a combination of numbers typically ranging from three to six digits. Keywords are able to include letters, numbers and words, different combinations of which represent answer choices or responses. For example, a football sports commentator might ask at-home viewers to vote on the MVP for that particular game by sending an SMS vote to short code 54321. Rather than asking the viewers to text in the name, they are able to assign each player a different letter as in a multiple choice question (e.g. A, B, C, or D). The information is typically communicated through some combination of audio and visual cues such as a graphic that overlays the on screen action. If the viewer chooses to participate, they enter the appropriate SMS short code and keyword. Since the on screen promotion is only visible for a short period of time, users are often required to remember the relevant information. Not only must they remember the information, but also input the information correctly without making a mistake. In this relatively simple example, (5-digit short code, 1 character keyword), a user will make a minimum of ten keystrokes by the time they access the SMS function, input the data and send the message.

SMS-TV programs are usually promoted on-air during a television broadcast. If a user is not watching TV when the program is promoted or only sees a second portion of the promotion, they are able to not be made aware of the program and do not have the relevant information to participate. Therefore, they will not know which programs are available to them unless they are watching TV at just the right time. Winner Notification when Participating Via a Mobile Application

SMS-TV programs are typically governed by a set of contest rules that are designed by the program's administrator. The rules outline various aspects of the contest such as the points/awards structure, eligibility restrictions and the winner notification process. For example, contest rules are able to exclude inhabitants of certain states or require winners be 18 years of age or older. Some contests require verification of a winner's eligibility before the prize is officially awarded. A potential winner is able to submit documentation providing their eligibility or speak directly with a contest administrator or by some other means. The winner notification process is typically outlined in the contest's rules. If a potential winner is selected but later found to be ineligible, an alternate potential winner is usually selected and the winner verification process is repeated. The process continues until an eligible winner is chosen. In the example of The Lucky Case Game, potential winners are selected from the pool of entries who submitted their entry either via SMS or the Web. Each potential winner is contacted via telephone at the number from which their SMS message was received or at the number entered on the Web entry form. If the user does not answer the verification call, they are skipped and the next alternate potential winner is contacted instead.

Some mobile phones do not notify users of an incoming phone call if they are using a mobile application that is

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coupled to the carrier network via a socket data connection. In such cases, the phone call will usually go directly to voice mail. Therefore, a potential winner of The Lucky Case Game is able to not have the opportunity to answer the winner verification phone call and loses out on a chance to win a prize.

Some Phones do not Support Sending SMS Messages from Applications

Only a subset of phones support sending messages from within an application. This capability is enabled through a phone's operating system. Furthermore, not all phones support sending SMS messages. This poses problems when a user is using a mobile application to interact with, play along with, or get additional information about a TV show with such a mobile phone and they have the opportunity to participate in an SMS-TV program. Unless the user exits the application, they will not be able to participate.

Overcoming a Difficult User Experience

Applications such as those previously described in previous filed applications provide flexibility and versatility in providing a rich user experience in allowing interacting with a television broadcast broadcast in a variety of ways described in background and in these prior filings. SMS on the other hand is virtually universal in that any cell phone is able to utilize this technology. While prior art describes sending and receiving SMS while operating an application on a cell phone, the improved method and system described herein is unique in describing how the popular SMS protocol is able to be run inside a play along TV application.

The improved implementation therefore dramatically enhances the user experience for using SMS with play along TV programs. Many mobile phones support the ability to send and receive SMS messages from within an active mobile application. By implementing a simple, streamlined user interface within a mobile application, the improved implementation overcomes the shortcomings of using a mobile device's standard SMS capabilities.

Eliminating the Need for a User to Recall the SMS Short Code

FIG. 1 illustrates a flowchart of a method of managing the entry of the destination short code such that the user does not need to input the information or verify that it is correct. The improved implementation stores the short code information in the mobile application in such a way that it is able to be changed. While some play along TV programs with an SMS component repeatedly use the same short code, others use codes that change from time to time. The ability to update the short code is also important as it provides the flexibility to participate in new SMS-TV programs that are offered after the mobile application has been installed on a device. The flexibility is achieved by storing the short code as an application accessible resource, in the step 100. The resource is able to be overwritten with an updated resource file when the application couples to a server. In the step 102, a user launches the application. Upon coupling to the server, the application automatically determines if the resource file is to be updated, in the step 104. If it is determined that the resource file is to be updated, a new file is downloaded, in the step 106; otherwise, no operation is performed, in the step 108. The new resource file contains the appropriate short codes for the SMS-TV programs currently available.

Eliminating the Need for a User to Recall the Keywords

FIGS. 2A-C illustrate using a rich text and graphical user interface contained in the application to present messages to users. FIG. 2A illustrates a flowchart of a user selecting and submitting a selection or response. In the step 200, the user selects a response to a question from a list, set of icons or

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another form of selection. In the step 202, the response or a keyword associated with the response is submitted in an SMS to a server for receiving responses. In some embodiments, the user is not required to verify the response. FIG. 2B illustrates a list 220 of available responses that users are able to select from. FIG. 2C illustrates a set of icons 230 where a user is able to select an icon representing one of the possible choices. For example, an SMS-TV program is able to ask users to vote for the MVP of a football game by sending an SMS with the letter A, B, C and D, corresponding to four choices presented during the television broadcast. The implementation allows the players' names to be listed such that the user is able to highlight the user's name or press the corresponding letter to make their selection. Regardless of how they make their selection, the implementation enters the appropriate keyword in the SMS without requiring the user to verify that it is correct.

#### Reducing the Number of Keystrokes

The improved implementation is able to be integrated into applications that will be used while a user is watching TV, such as a game that is played along with a TV show broadcast. With the application already running, when the SMS-TV program is presented in the application, the user is able to submit their response with one or two keystrokes as compared to a minimum of 10 keystrokes if using the phones standard SMS messaging application.

FIG. 3 illustrates an example of a flowchart comparison of a process of responding to an SMS-TV program through a regular SMS application versus through the implementation described herein. In the step 300, a user watches television and an SMS-TV program is advertised asking the user to vote for the MVP of a football game. The on-screen advertisement lists each player with a corresponding A, B, C or D.

The regular SMS application process begins with the step 302, where a user decides whether or not to participate. If the user decides not to participate, then nothing occurs, in the step 320. If the user participates, then the user presses the appropriate button to access their SMS application, in the step 304. In the step 306, the user selects "generate new SMS message." In the step 308, the user recalls and inputs the SMS short code, or destination for the message (e.g. 59595) and clicks "Next." In the step 310, the user recalls and input the keyword or response (e.g. A) that will be sent in the message and clicks "Next." In the step 312, the user selects "Send Message" and the phone sends the SMS. This process includes a total of 11 button presses.

The process using the improved implementation described herein begins with the step 350, where a user decides whether or not to participate. If the user decides not to participate, then nothing occurs, in the step 320. If the user participates, then the user is asked to pick the MVP from a list of options or another form of selection. Each player's name is listed. The user is able to press a key on their phone corresponding to their selection or use the navigation pad to highlight the player and press "OK" to make the selection, in the step 352. In the step 354, the SMS is sent by the phone in the background and without the user needing to exit the application. This process includes a total of 2 button presses.

As will be understood by those skilled in the art, the processes are able to include slightly more or less processes, but in general, the improved implementation described herein is implemented with significantly fewer button presses than when using a standard SMS application.

#### In-Application Promotion

The improved implementation is able to promote the SMS-TV program from within the application, which means a user does not need to be present when a program is shown on

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television and the relevant short code and keyword information is communicated. This benefits the user as they are able to participate in programs even if they miss seeing the on-air promotion. The improved implementation benefits programs by reducing the cost of promotion. On-air promotions of SMS-TV programs are often short due to the expense of television advertising. Through the improved implementation, an SMS-TV program is able to be promoted in the application more often than on TV or forgo on-air promotion altogether by relying solely on promotion in the application. Storing a History of SMS-TV Program

Similar to an email inbox, the improved implementation stores a list of SMS-TV programs so that users are able to review programs they might have missed seeing on TV. One challenge of keeping a history of programs is tracking which programs are still active. Most SMS-TV programs have a deadline after which a user's entry will not be counted. The improved implementation tracks this information and differentiates between programs that are active. When viewing the history, users are able to sort programs by active and inactive programs. Active programs are listed in green text, whereas inactive programs are listed in red text. Programs in which a user has participated are highlighted in grey.

#### Overcoming the Winner Notification Issue

In the improved implementation described herein, sometimes a TV viewer is using a mobile application while watching a program. Since some mobile phones do not notify users of incoming phone calls while using a mobile application, a potential winner of an SMS-TV program might not be reachable via their mobile phone in cases where the contest provider verifies eligibility. The implementation described herein is to add additional information to the SMS being sent from the application in order to identify users submitting responses from such applications. The additional information is referred to as "tags." These tags are able to contain specific pieces of information which, in turn, impact the winner notification process. For example:

##### Alternate Phone Number

FIG. 4 illustrates a flowchart of a method of utilizing an alternate phone number for winner notification. When a participant is given the option to participate in an SMS-TV program from within the application, they are able to be required to provide an alternate phone number in addition to whatever other information is required by the TV program, in the step 400. The cell phone application logic inserts this alternate phone number in the SMS message that is sent to the SMS-TV program provider, in the step 402. The program provider receives the alternate phone number, in the step 404, and the alternate verification agent for the television program is instructed to contact participants at the alternate number, in the step 406. In some embodiments, the alternate number is called only after a primary number fails. In some embodiments, the alternate number is called instead of the user's cell phone number.

##### Service Disconnection to Allow for Phone Verification

FIG. 5 illustrates a flowchart of a method of disconnecting a service to allow for phone verification. For a large subset of mobile phones, the reason they are unable to receive phone calls while an application is running is because the application is maintaining a data connection. By disconnecting a user's data connection, they will be able to receive incoming calls. The implementation described herein provides the ability to disconnect the data connection of the application that is running. Once it is determined which users to disconnect, in the step 500, the implementation sends a message to the appropriate phones instructing the application to terminate its data connection, in the step 502. In some embodiments, the

data connection is terminated in another manner. Through this process, in some embodiments, users are able to be provided with an explanation as to why their connection is being terminated, in the step 504. The result is to be able to keep the user in the application, albeit without an active data connection, or to instruct the application to exit altogether. There are several options for determining which users to disconnect.

The implementation logs each entry submitted by the user. Once the winning selection (e.g. case number four) has been identified, all users are able to be disconnected who made that selection. A problem with this implementation is that a rather large subset of the users utilizing the application might be affected. For example, if the SMS-TV program asks for a user to respond to one of four options, an even distribution of responses results in 25% of the user base being disconnected.

In order to reduce the number of users affected by the data connection termination, it is optimal to only disconnect the potential winner(s) of the program. Whatever person or entity is in charge of the winner notification process is in the best position to do so. Once the user is identified, the implementation permits a third part to notify a server to terminate the connection or they are able to do it themselves through a secure interface to the server. The implementation is predicated on the use of tags in order to identify the user as having used an application with the implementation to participate. The tag is able to be in the form of a user name or some other unique identifier added by the mobile application. For example, if a user generated a user name for their account, the application is able to append the message with that information. It is important that the unique identifier be generated from the application or the server to which the application couples because the application is administered securely and without user error. Depending on the winner notification requirements, potential winners are able to be disconnected one at a time (as they are called one by one from the list of potential winners) or as part of a larger group (e.g. the top ten potential winners). In either case, the connection termination message takes place as described above.

#### User Identification Tags

Each SMS message is able to be tagged with a unique identifier such as a user name or handle that the user provided previously. For example, a game service asks users to have a community membership name that is used to identify them on leader-boards. While a mobile phone number is a unique identifier, it is possible that a user has not provided the service provider with the correct number. Therefore, the application will tag the SMS with a different identifier.

#### In-Application Verification

Potential winners are able to be contacted from within the application. The same questions asked over the phone are able to be asked in a series of two-way communications with the potential winner, all through the application. Similar to how the implementation presents SMS-TV questions on the screen, winner verification questions are able to be presented and the answers are able to be tracked. For example, a user is able to be asked of their age or state of residence, or whatever other verification questions are necessary to determine eligibility. Each question is able to be asked one at a time with the appropriate answer entry method (e.g. multiple choice, free form text or drop down menu). The process does not require any phone call for verification purposes to be made, and is able to be managed by a verification agent or through an automated script. The agent is able to submit the questions to the user and based on the responses either continue with the user or move to the next user. The messages are sent by our server to the mobile handset via the data connection. The agent uses an interface or tool that allows them to select the

user with whom to communicate and a method to select, send, receive and monitor messages. The process is able to take place automatically through generation of script that sends the questions and analyzes the responses on behalf of the agent. In both cases, based on the responses, the process continues until an eligible winner is found.

The in-application method described above is able to take place at various times. The implementation allows users to respond to eligibility questions before submitting an entry. Users who do not qualify are not allowed to participate. Users are able to be screened immediately after making their submission. If users are found to be ineligible, they are able to be removed from the potential pool of respondents before the SMS-TV program provider selects the winner. In this case, all members of the pool are eligible. Users are also able to be screened in real-time as described above.

Sending SMS-TV Entries on Behalf of Users Who have Phones that do not Allow them to do so

FIG. 6 illustrates a flowchart of a method of sending SMS-TV entries on behalf of users. The improved implementation allows users to send SMS messages from an application, even if that capability is not supported on that device. Once the user indicates his response to the SMS-TV program, the information is transmitted from the device to the server via the active data connection, in the step 600. The server processes the information and sends an SMS message on behalf of the user, in the step 602. In some embodiments, the SMS message is sent to a server for utilizing the response as desired, such as determining if the response is correct. In some embodiments, the SMS message is sent to a host of the TV program. In some embodiments, the SMS message is tagged with a unique identifier for security purposes, in the step 604. When an SMS message is sent from a mobile phone, the message includes the user's phone number, which is a unique identifier for the receiver. If the message is coming from the server, however, the message is tagged with a unique identifier that differs from the user's phone number in order to notify the SMS-TV program manager that the message was sent by the server and not the user's phone number. This is important for billing and security purposes.

FIG. 7 illustrates a block diagram of an exemplary computing device 700 configured to implement the improved method of participating in an SMS-TV contest. The computing device 700 is able to be used to receive and send information related to an SMS-TV contest. For example, the computing device 700 receives a question regarding a television show and a user is able to select and send a response to that question. In general, a hardware structure suitable for implementing the computing device 700 includes a network interface 702, a memory 704, a processor 706, I/O device(s) 708, a bus 710 and a storage device 712. The choice of processor is not critical as long as a suitable processor with sufficient speed is chosen. The memory 704 is able to be any conventional computer memory known in the art. The storage device 712 is able to include a hard drive, CDROM, CDRW, DVD, DVDRW, flash memory card or any other storage device. The computing device 700 is able to include one or more network interfaces 702. An example of a network interface includes a network card connected to an Ethernet or other type of LAN. The I/O device(s) 708 are able to include one or more of the following: keyboard, mouse, monitor, display, printer, modem, touchscreen, button interface and other devices. Improved SMS-TV application(s) 730 used to perform the method of participating in an SMS-TV contest are likely to be stored in the storage device 712 and memory 704 and processed as applications are typically processed. More or less components shown in FIG. 7 are able to be included in the



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computing device **700**. In some embodiments, improved SMS-TV contest hardware **720** is included. Although the computing device **700** in FIG. 7 includes applications **730** and hardware **720** for improved SMS-TV gaming, the improved method of participating in an SMS-TV contest is able to be implemented on a computing device in hardware, firmware, software or any combination thereof.

In some embodiments, the improved SMS-TV application(s) **730** include several applications and/or modules. In some embodiments, the improved SMS-TV application(s) **730** include an improved user experience module **732**, an in-application promotion module **734**, a history of SMS-TV programs module **736**, winner notification module **738** and an SMS-TV entry module **740**. Additional or fewer modules are able to be included. Furthermore, depending on the device and its intended operation, a device is able to include some of the modules and not others. For example, in some embodiments, a server contains the winner notification module **738** to be able to appropriately contact winners of a contest, but the server does not contain the improved user experience module **732**.

The improved user experience module **732** provides a better user experience by eliminating the need for a user to recall the SMS short code, eliminating the need for a user to recall keywords and reducing the number of keystrokes a user makes. The improved user experience module **732** includes an easy-to-use user interface which includes selections available in list or icon form. The improved user experience module **732** stores short code information and the capabilities of verifying and changing the short code when desired, as described above. The in-application promotion module **734** enables promoting an SMS-TV program from within the application in the case where a user is not watching television. The history of SMS-TV programs module **736** stores and presenting a list of SMS-TV programs so that users are able to review programs they might have missed seeing on television. The history of SMS-TV programs module **736** also tracks which SMS-TV programs are active and upcoming deadlines, as well as, producing the results in a user-friendly format. The winner notification module **738** provides ways of notifying a winner beyond merely calling the user's cell phone number. The winner notification module **738** includes an implementation to receive an alternate phone number that is to be called for notification. User identification tags are able to be included with each SMS message to help authenticate a user. The winner notification module **738** also includes service disconnection capabilities to allow for phone verification. The winner notification module **738** also includes in-application verification to verify winners through their mobile device. The SMS-TV entry module **740** enables users who do not have SMS capability to send SMS messages with assistance by a server. The SMS-TV entry module **740** communicates with the server and the server sends the SMS message on behalf of the contacting mobile device. The modules stored on the computing device **700** have corresponding counterparts stored on a server which provide the necessary information and updates.

Examples of suitable computing devices include a personal computer, a laptop computer, a computer workstation, a server, a mainframe computer, a handheld computer, a personal digital assistant, a cellular/mobile telephone, a smart appliance, a gaming console, a digital camera, a digital camcorder, a camera phone, an iPod®, a video player, a DVD writer/player, a television, a home entertainment system or any other suitable computing device.

FIG. 8 illustrates a graphical representation of a network of devices **800**. A network **802** for allowing communication

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between devices includes either the Internet, a cellular network, other networks or any combination of networks. As described, devices that couple to the network to implement the improved method of participating in an SMS-TV game are able to be a variety of devices such as cellular phones **804**, laptop computers **806**, personal computers **808** and PDAs **810**. In some embodiments, one or more servers are used to communicate with the devices. For example, in some embodiments, a content server **820** and an administrative server **830** are coupled with the network **802**. The content server **820** includes information such as questions and answers related to a television program. In some embodiments, the content server **820** includes applications **822** to communicate the information to the devices within the network. In some embodiments, the administrative server **830** includes information **832** such as applications or updates which are downloadable to the devices. In some embodiments, the administrative server **830** also includes applications to verify users, SMS short codes, applications to communicate SMS messages on behalf of a device and perform other operations described above. In some embodiments, a single server is able to perform the tasks of the content server and the administrative server. Additionally, other servers and devices are able to be included in the network of devices **800** as desired or as necessary.

To utilize the improved method of and system for participating in SMS-TV contests, a user acquires necessary application(s) which enable the improved performance. The applications are able to be pre-installed on a device, downloaded or acquired in another manner. The user then utilizes the applications to perform desired operations such as using the user interface to efficiently make selections to respond to a question in a contest, downloading SMS short codes, promoting contests within the application, accessing a history of SMS-TV programs, submitting an alternate phone number, utilizing user identification tags, verification, contacting a server to send an SMS message on the device's behalf and other operations. On the server side, a host or other entity utilizes applications to perform desired operations as well such as promoting contests within the application, storing a history of SMS-TV programs, enabling an alternate phone number to be submitted, utilizing user identification tags, disconnecting the application to receive an incoming call, verification, sending an SMS message on the device's behalf and other operations. Some of the aforementioned operations are performed by the user specifically while others are automatically performed to provide the user with the best service possible.

In operation, the improved method of and system for participating in SMS-TV contests provides significant benefits which allow users to better enjoy such contests. SMS messaging has become a popular way for television viewers to interact with their favorite TV programs. While several companies allow the exchange of SMS messages while running a Java application or from within a WAP based application or browser, between TV viewers, the use of SMS in playing along with game show telecasts in promoted events like voting or sweepstakes events to date have been done on free-standing basis outside game specific applications, such as those referred to in U.S. patent application Ser. No. 11/495,853, filed Jul. 27, 2006 and entitled, "A LIVE TELEVISION SHOW UTILIZING REAL TIME INPUT FROM THE VIEWING AUDIENCE," which is incorporated by reference herein. As described above, the improved method of participating in SMS-TV contests provides methodologies for controlling SMS capabilities for viewers and TV programmers and utilizing the richer and more sophisticated game experience enabled by the improved applications.

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In some embodiments, the improved implementation described herein is able to be incorporated within another application such as a play along TV application. For example, an application for playing along with a television program allows users to make several predictions about the program while watching the program on television. By incorporating the SMS-TV functionality, the play along TV application is able to provide an improved user experience for a user to participate in the SMS-TV program or contest. As described above, other capabilities are able to be included as well such as providing an alternate phone number, disconnecting the play along TV application to allow the user to receive a winner's notification phone call, receiving a notification inside the application that the user has won a contest and so on. By including the SMS-TV capabilities of the improved implementation, play along TV applications are able to support both their own interactive experience along with the SMS-TV program/contest without requiring the user to exit the application, and at the same time also improving the user interface and overall user experience.

Additional examples of applications the improved implementation is able to be incorporated with are any of the applications described in U.S. patent application Ser. No. 11/166,596, filed Jun. 24, 2005 and entitled, "METHODS AND APPARATUS FOR DISTRIBUTED GAMING OVER A MOBILE DEVICE," U.S. patent application Ser. No. 11/167,025, filed Jun. 24, 2005 and entitled, "METHODS AND APPARATUS FOR DISTRIBUTED GAMING OVER A MOBILE DEVICE," U.S. patent application Ser. No. 11/298,901, and entitled, "A GAME OF SKILL PLAYED BY REMOTE PARTICIPANTS UTILIZING WIRELESS DEVICES IN CONNECTION WITH A COMMON GAME EVENT," U.S. patent application Ser. No. 11/495,853, filed Jul. 27, 2006 and entitled, "A LIVE TELEVISION SHOW UTILIZING REAL TIME INPUT FROM THE VIEWING AUDIENCE" or U.S. patent application Ser. No. 11/542,335, filed on Oct. 2, 2006 and entitled, "CELLULAR PHONE GAMES BASED UPON TELEVISION ARCHIVES" which are all incorporated by reference herein. The improved implementation described herein is able to be incorporated within other applications as well.

The present invention has been described in terms of specific embodiments incorporating details to facilitate the understanding of principles of construction and operation of the invention. Such reference herein to specific embodiments and details thereof is not intended to limit the scope of the claims appended hereto. It will be readily apparent to one skilled in the art that other various modifications may be made in the embodiment chosen for illustration without departing from the spirit and scope of the invention as defined by the claims.

What is claimed is:

1. A method implemented on a computing device of providing an improved user experience when participating in a game, contest or entertainment event, comprising:
  - a. implementing an application containing a user interface;
  - b. presenting content related to the game, contest or entertainment event, to a user with the application through the user interface; and
  - c. enabling the user to submit a data message response to the game, contest or entertainment event, through interacting with the user interface of the application, wherein the application submits the data message using an data message short code which is updatable and stored as an application accessible resource.
2. The method of claim 1 wherein the user interface includes at least one of a list or a set of icons.

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3. The method of claim 2 wherein a user submits a response by highlighting and selecting a choice from the list or the set of icons.

4. The method of claim 1 further comprising storing a history of game, contest or entertainment event programs wherein the history of game, contest or entertainment event programs enables a user to review missed programs.

5. The method of claim 1 further comprising notifying a winner of the game, contest or entertainment event.

6. The method of claim 5 wherein notifying the winner comprises contacting an alternate phone number that is different than the number from which the data message was sent, and further wherein the alternate phone number is embedded in an SMS message.

7. The method of claim 1 further comprising disconnecting a data connection of the application to allow incoming calls.

8. The method of claim 7 wherein disconnecting a data connection comprises:

- a. determining which applications to disconnect;
- b. sending a message to the applications to terminate the data connection; and
- c. providing an explanation to users of the disconnected applications.

9. The method of claim 8 wherein determining which applications to disconnect comprises disconnecting applications of the users who made a correct selection.

10. The method of claim 8 wherein determining which applications to disconnect comprises disconnecting applications of the users who are potential winners.

11. The method of claim 1 further comprising verifying qualifications of the winner through the application.

12. The method of claim 11 wherein verifying qualifications occurs before the game, contest or entertainment event, begins.

13. The method of claim 1 further comprising sending a data message on behalf of a user utilizing the application and a server.

14. The method of claim 13 wherein the data message is tagged with a unique identifier indicating that the data message did not come directly from the computing device.

15. The method of claim 1 wherein the computing device is selected from the group consisting of a personal computer, a laptop computer, a computer workstation, a server, a main-frame computer, a handheld computer, a personal digital assistant, a cellular/mobile telephone, a smart appliance, a gaming console, a digital camera, a digital camcorder, a camera phone, an iPod®, a video player, a DVD writer/player, a television and a home entertainment system.

16. A system implemented on a computing device for providing an improved user experience when participating in a game, contest or entertainment event, comprising:

- a. a server; and
- b. a device coupled to the server, the device containing an application configured for:
  - i. implementing a user interface;
  - ii. presenting content related to the game, contest or entertainment event, to a user with the application through the user interface; and
  - iii. enabling the user to submit a data message response to the game, contest or entertainment event through interacting with the user interface of the application, wherein the application submits the data message using a data message short code which is updatable and stored as an application accessible resource.

17. The system of claim 16 wherein the user interface includes at least one of a list or a set of icons.

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18. The system of claim 17 wherein a user submits a response by highlighting and selecting a choice from the list or the set of icons.

19. The system of claim 16 wherein the application is further configured for storing a history of game, contest or entertainment event programs wherein the history of game, contest or entertainment event programs enables a user to review missed programs.

20. The system of claim 16 further comprising notifying a winner of the game, contest or entertainment event.

21. The system of claim 20 wherein notifying the winner comprises contacting an alternate phone number that is different than the number from which the data message was sent, and further wherein the alternate phone number is embedded in an SMS message.

22. The system of claim 16 wherein the application is further configured for disconnecting a data connection of the application to allow incoming calls.

23. The system of claim 22 wherein disconnecting a data connection comprises:

- a. determining which applications to disconnect;
- b. sending a message to the applications to terminate the data connection; and
- c. providing an explanation to users of the disconnected applications.

24. The system of claim 23 wherein determining which applications to disconnect comprises disconnecting applications of the users who made a correct selection.

25. The system of claim 23 wherein determining which applications to disconnect comprises disconnecting applications of the users who are potential winners.

26. The system of claim 16 wherein the application is further configured for verifying qualifications of the winner.

27. The system of claim 26 wherein verifying qualifications occurs before the contest begins.

28. The system of claim 16 wherein the application is further configured for sending a data message on behalf of a user utilizing a server.

29. The system of claim 28 wherein the data message is tagged with a unique identifier indicating that the data message did not come directly from the computing device.

30. The system of claim 16 wherein the computing device is selected from the group consisting of a personal computer, a laptop computer, a computer workstation, a server, a mainframe computer, a handheld computer, a personal digital assistant, a cellular/mobile telephone, a smart appliance, a gaming console, a digital camera, a digital camcorder, a camera phone, an iPod®, a video player, a DVD writer/player, a television and a home entertainment system.

31. A system implemented on a computing device, the system comprising:

- a. a memory for storing an application, the application comprising:
  - i. a user interface for presenting content related to a game, contest or entertainment event to a user and enabling the user to submit a data message response to the game, contest or entertainment event, wherein the application submits the data message using a data message using a data message short code which is updatable and stored as an application accessible resource and for presenting a list of television programs that have been previously aired on television; and
- d. a processor for processing the application.

32. The system of claim 31 further comprising a data message entry module, the data message entry module configured for communicating with a server to send a data message.

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33. The system of claim 31 wherein the application further comprises notifying a winner of the game, contest or entertainment event and disconnecting a data connection of the application to allow incoming calls.

34. The system of claim 33 wherein the application further comprises for verifying qualifications of the winner.

35. The system of claim 31 wherein the computing device is selected from the group consisting of a personal computer, a laptop computer, a computer workstation, a server, a mainframe computer, a handheld computer, a personal digital assistant, a cellular/mobile telephone, a smart appliance, a gaming console, a digital camera, a digital camcorder, a camera phone, an iPod®, a video player, a DVD writer/player, a television and a home entertainment system.

36. A device comprising:

- a. a memory for storing an application, the application configured for:

- i. implementing a user interface;
  - ii. presenting content related to a game, contest or entertainment event, to a user with the application through the user interface; and
  - iii. enabling the user to submit a data message response to the game, contest or entertainment event through interacting with the user interface of the application, wherein the application submits the data message using a data message short code which is updatable and stored as an application accessible resource; and
- b. a processing component coupled to the memory, the processing component configured for processing the application.

37. The device of claim 36 wherein the user interface includes at least one of a list or a set of icons.

38. The device of claim 37 wherein a user submits a response by highlighting and selecting a choice from the list or the set of icons.

39. The device of claim 36 wherein the application is further configured for notifying a winner of the game, contest or entertainment event.

40. The device of claim 39 wherein notifying the winner comprises verifying qualifications of the winner.

41. The device of claim 36 wherein the device is selected from the group consisting of a personal computer, a laptop computer, a computer workstation, a server, a mainframe computer, a handheld computer, a personal digital assistant, a cellular/mobile telephone, a smart appliance, a gaming console, a digital camera, a digital camcorder, a camera phone, an iPod®, a video player, a DVD writer/player, a television and a home entertainment system.

42. A server device comprising:

- a. a memory for storing an application, the application configured for:

- i. presenting content related to games, contests or entertainment events, through a user-side application;
- ii. storing a list of game, contest or entertainment event programs to be presented on a user device; and
- iii. receiving a data message response from the user-side application, wherein the application submits the data message using a data message short code which is updatable and stored as an application accessible resource; and

- b. a processing component coupled to the memory, the processing component configured for processing the application.

43. The server device of claim 42 further comprising notifying a winner of the game, contest or entertainment event.

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44. The server device of claim 43 wherein notifying a winner comprises disconnecting the user-side application so that the user device is able receive an incoming call.

45. The server device of claim 42 wherein the application is further configured for verifying user credentials. 5

46. The server device of claim 42 wherein the application is further configured for sending a data message on the user device's behalf.

47. A network of devices comprising:

- a. at least one server; 10
- b. a plurality of mobile devices, each of the plurality of mobile devices containing an application configured for:
  - i. implementing a user interface;
  - ii. presenting content related to a game, contest or entertainment event to a user with the application through 15 the user interface; and
  - iii. enabling the user to submit a data message response to the game, contest or entertainment event, through interacting with the user interface of the application, wherein the application submits the data message 20 using a data message short code which is updatable and stored as an application accessible resource; and
- c. a network for coupling the at least one server and the plurality of mobile devices.

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